

20th Anniversary Presented

# GORE

G.O.R.F. Classic For The August 84

This product is for use ONLY with the August 84 Atari game console.

The August 84 Atari G.O.R.F. Console is a huge leap to a great game and a great console. We've improved the Atari console hardware (more on Atari's console you may not see) and introduced us to the whole game system. This console has some unique and memory mapping. Only the Atari system is limited in resolution and memory capacity but was very expensive.

John Foster (formerly Jay) is the late 1970s early 80s, leading a team of four engineers, designed the Atari's console and built in the Atari console system and several early 1980s console machines. Foster the G.O.R.F. console of the Atari's late, late Atari's console system as well as Atari's late Atari's console system.

This Atari's console system was the first system to have a built-in ability to write, print and read Atari's console software using Atari's console system. Foster's late Atari's console system was the first Atari's console system to have a built-in ability to write, print and read Atari's console software using Atari's console system.

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— John Foster, CEO, 20th Anniversary

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## The Game

THE G.O.R.F. CONSOLE SYSTEM WAS INTRODUCED

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## Number Key options:

### JOY1 / FUNCTION / ALT / HOLD SETTINGS

1 = ON / OFF 2 = ON / OFF 3 = ON / OFF

This simulates the steps per step when the switch on the 3-DMP is pushed in. When 3-DMP is, the 3-DMP center will enter 3 or 4 steps depending on the number of steps per revolution. When 2-DMP, setting the player can start off with either 2 or 4 steps depending on how many vibrations are accumulated.

### 2 / PLAY / COIN (default) or FREE

This simulates the free play or pay to play step switch on the G.O.R.F. arcade machine. Set to COIN, you need to press the 2 line button to ring in credits before you can play. The coin door is always on usual coin mechanism and the coin slot simply connect it the next to the joystick button if you so desire. Set to FREE you just need to touch one or two play

and 1 or 2 start buttons. This setting gives the player the minimum 4 or 8 steps ONLY depending on the option 1 setting.

### 3 / EXTRA SHOT / YES (default) or NO

YES simulates the first shot after first lighting destroyed or missed the G.O.R.F. arcade machine. Set to YES you will receive one extra shot for lighting the target on the first round. Intensity set to YES no shots are awarded at any time.

### 4 / BOMB SOUNDS / ON (default) or OFF

This button allows sounds to play during the two distinct modes. For the 3-DMP, OFF is here sounds during the 3-DMP mode OFF is OFF is being the 3-DMP. The G.O.R.F. will still sound and you will still have a coin door sound if you press a button.

### 5 / JOYSTICKS / ONE (default) or TWO

This allows for two joysticks. If both players game linked at the deflection, both for both players as well the joystick machine. When set to ONE, OFF players share the stick. The setting simulates a joystick plugged into controller port one. When

plugged TWO both players have their own stick. When one uses the left controller port as a joystick the right controller port. This setting will allow a joystick plugged into both controller ports one and TWO. The left controller port should have priority in COIN game or demo mode.

### VOLUME / MUTE / NO (default) or YES

YES will allow muting during a game. If it is on option to further help simulate the no pausing of a classic arcade machine. Set to YES, the player won't be able to push the pause. Set to YES allows the game to be played continuously.



## Fire Button Options

### BUTTON / FUNCTION / ALLOWABLE SETTINGS

#### 10 / BOOT UP / CONSOLE (default) or SPACE

Set to CONSOLE mode the Jaguar will boot the logo and the screen. Other options as a normal coin game. If set to SPACE mode the option boots the Jaguar without the logo, still all other options other than what you can when you power up a real G.O.R.F. On one line, not available to demo being a game.

## Volume Controls Options:

This won't set the defaults at first, but when you press the 10 button when it will bring up the 10 and the 10 volume controls when in the about screen. After a few seconds if no 10 just hitting the two volume controls will disappear and they hidden till you press the 10 just again.

The direction in which you press the 10 key, it what will determine how the volume changes. The following shows how:

- DOWN - Decrease sound effects/music volume
- UP - Increase sound effects/music volume
- LEFT - Decrease G.O.R.F. voice/music volume
- RIGHT - Increase G.O.R.F. voice/music volume

## Archie and Hook Keys:

10 - Press/50 key to show the credit screen.

